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"AS YOU CAN SEE
THERE'S MORE
TO ME THAN MEETS
THE EYE!!!!"



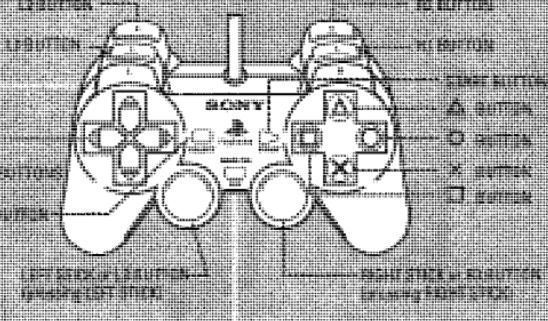
ESRB RATING

This product has been rated by the Entertainment Software Rating Board. For information about the ESRB rating or to comment about the appropriateness of the rating, please contact the ESRB at (800) 771-3772.

CONTROLS



DUAL SHOCK™ analog controller



RIGHT	Move train right	
LEFT	Move train left	Double tap to make train travel
UP	Move train forward	Double tap down to turn train to the left
DOWN	Move train backward	
X	Jump	Press and hold to activate hover jets
□	Fire cannons	
○	Deploy/Retract Hover Jets	Press and hold to manually control the Rail's
△	Sprint	
L1	Rotates train left, counter-clockwise	
R1	Rotates train right clockwise	
L2	Dodge left	Double tap to roll left
R2	Dodge right	Double tap to roll right

LEFT STICK

L3 BUTTON [pressing LEFT STICK]

RIGHT STICK

R3 BUTTON [pressing RIGHT STICK]

Maneuver Train

Jump/activate hover jets

Rotate train turns

Fire weapons

START Pauses the game

Press the **START** button, then press the

SELECT Brings up weapons train checklist screen

SELECT button to bring up options

INTRODUCTION

SenTrax. We bring you peace... one war at a time!

Monte et SanTrax was four fits it was worse than that - far worse. The morale of SanTrax was at record-low when the mega-corporation had just taken over the Department of Defense, its employees had thought that nothing could stand in their way. But now SanTrax had just suffered its first defeat. The people had spoken with their votes - "No more war!" The "unstoppable robot war machines" concept just wasn't flying with the public, and unless SanTrax could think of some way to fix it, it was doomed.

Enter George W. Bush, President and CEO of a media relations firm to be reckoned with. He told the General and his lackeys just what they had done wrong and how to fix it. George himself had a vision for the future—war-killing machines America wanted them, not France. He invited them. Intelligent robots that would fight wars for humans didn't have to loss of human life in battle, would be a thing of the past. Selling this concept to the American people would be a cakewalk. All George needed was a speech.

Thus, SenTrex's most wholesome, benign, non-toxic technology, "Tiny Link," became a reality. Tiny reluctantly did a bang-up job and the public voted overwhelmingly to fund the SenTrex project. What neither the public nor SenTrex expected was a robust, **1.7 TWH** residential system, used by MyLink, Tiny's customers.

Mutack was certain that he had destroyed Tiny last, but he didn't count on the banks of microscopic Fix-It Circles that were slowly rebuilding Tiny. After 100 years of robot rule, Tiny was reborn, fully repaired, and ready to crush Mutack. Charged with the last of the last of energy in the world, Tiny is humanity's only hope for survival.

And now, the future is in your hands.

STARTING THE GAME

Menu system

These are four different colors that should be in that system, which you can switch to simply by selecting the color title on the main right. Press **up** to switch to the **Decorators** tab to change your colors.

ANSWER

Reprint this to open the first page
of your file.

Load a saved game

小學四年級英語教材 (第二冊) 10

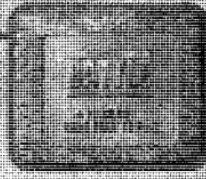
Access the Options Screen

Here you can change the difficulty of the game, to customize your controls. There are three modes of difficulty available - Easy Normal, and Hard. The harder the level of difficulty, the more shots it takes to destroy enemies and the less shots it takes to re-charge lava. The default difficulty setting is Normal.



Win-Fees for two

Tiny Tank has two distinct game modes. In 1-player mode Tiny must complete 13 missions to ultimately destroy Mifork and defeat the Sanitarium. In 2-player Battle Mode, each player controls his own Tiny Tank in a battle to the death, enraged and out of control.





Tiny's Liver

Human Telemetry data

Health = 100%

Crash data = 100% off

WHAT ARE YOU
LOOKING AT,
STRANGER?"

TINY'S FEATURES AND FUNCTIONS

Tiny tank may look cute, but his state-of-the-art weapons system is powerful enough to crush an entire army. Tiny can salvage the debris of his unlucky foes simply by driving over the destroyed enemy. His internal systems will then appropriate their assets automatically, increasing his power as he destroys more and more enemies. Tiny is generally violent. Three kinds of debris: Nanometal, Positronic Brains, and most importantly WEAPONS.

Rear-left port

"TO BE TINY YOU
MUST OVERCOME TINY"

Rear-right port

Main turret

Front-left port

Tiny's Rear Left
and the Many Bloody
Tanks deployment blocks

Front-right port

Positronic Brains [P-brains]

While P-brains are the least common of all debris, they are the most valuable. Tiny needs Brains to run his internal systems, and while he's already a pretty smart cookie, he gets even smarter when he has more P-brains. Tiny can use the P-brains to boost his regenerative functions, automate his offensive systems, or enhance his defensive systems. The more P-brains Tiny has, the more systems he can automate and the more efficient he becomes.

Nanometal

One of the items Tiny can collect is Nanometal. Nanometal allows him to create the Saitrax armor, and as such Tiny can recycle it for his own use. The lower bar in the upper-left corner of the RDP represents the amount of Nanometal currently stored by Tiny. Nanometal is important, because it allows Tiny to regenerate his Fix-It Crates, Tiny's Mecha Tanks and his Life Buoy. Tiny's internal systems constantly monitor his condition and will repair any damage or deplete other resources by using a portion of his stored Nanometal. Without Nanometal, Tiny can't regenerate any of his systems.

WEAPONS

When New destroyed or create, it will typically drop some of its weapons. By taking over them, T-1000 will acquire and allocate those weapons to one of four weapons ports on his cameras. They can be equipped with up to four "camera guns" at a time in addition to his main cannon. You can also assign four weapons to different preferred ports (see page 11). By assigning more and more Weapons to the weapons system, they begin to target enemies more accurately and increase their auto-fire rates.

Battering Gun

Flamethrower gun using explosive charge-pushing. Class: E. Titan sounds. Rapid auto-fire capability.

XR-12 Rocket

Unleashed and heat-seeking delivery, comprising 2-Negaton fusion warheads.

Mortar

Three-missile delivery system utilizing shaped-pulse technology. Its highest concussive potential.



"AND DON'T

FORGET MY 80 MM CANNON FOR A NOSE!"

Freeze Gun

Super-cold gas deliver concentrated freeze to target. Very fast charge.



Super Blaster

Delivery highly explosive Z-17 Nano rounds. Capable of blasting solid metal up to three meters thick.



Pop Gun

Standard MicroFent issued. Rebores "Zapper" purified via high intensity Poly-Cell discharge.



Plasma Blaster

Titan nuclear reactor capable of creating super-concentrated Plasma fields. Can create larger, more powerful Plasma fields if charged for several seconds.



Flame thrower

Simple, single-petroleum-powered weapon which shoots out a concentrated blast of flame at approximately 2111 degrees Kelvin.

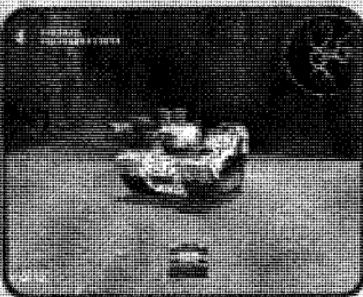


Impulse gun

Super-induced, high-powered plasma blast, utilizing Titan nuclear reactor in tandem with zinger payload. Highly destructive.

TEENY WEEZY TANKS

Teeny Weezy Tanks (TWT) are extremely small versions of Tiny which have three functions depending on the number of brains allocated to them.



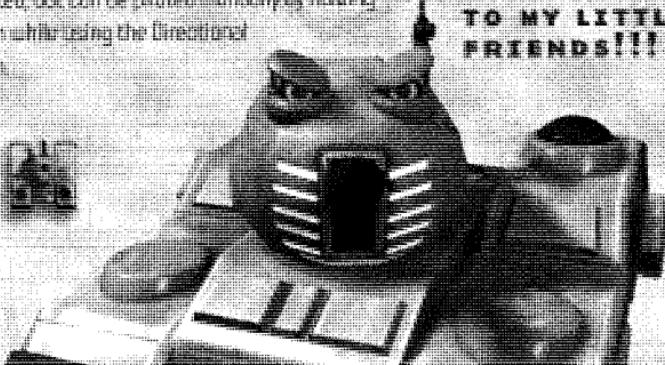
No Brains - The TWTs are simply designed to HUNT. When launched, they will search out nearby enemies and attempt to destroy them by running into them and exploding.

1 Brain - The TWTs will be set to GRABBER. When launched, they will pick up dropped resources (bombs, cores, nanocells) within a short distance, and bring them back to Tiny.

2 Brains - The TWTs will be set to PROTECT. When launched, they will begin to circle around Tiny, moving where Tiny moves, and will attempt to protect Tiny from his enemies.

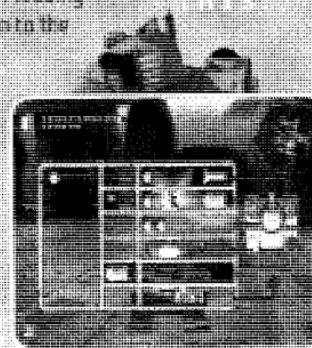
It requires five bars of Nanometal to create one TWT. New TWTs are not produced until all TWTs have been used.

TWTs are fully automated, but can be piloted manually by holding down the Circle button while using the Directional Buttons to steer them.



ALLOCATING WEAPONS

When Tiny drives over a weapon, his internal systems will automatically assign it to the closest weapon port. You can manually reassign weapons to different corner ports on Tiny's body using the Positioning Brain System Allocation Display (PSAD). The small boxes in the center of the system allocation display screen are weapon buffers. Use either the D-pad or the Triangle and X buttons to scroll through the weapons. Pressing the Square button or left on the D-pad will send a selected weapon to the buffer. Then move the weapon to the cache of the desired weapon port and press the Circle button or right button on the D-pad to assign the weapon to that port. Any weapons remaining in the cache will be assigned to the next available weapon port. By assigning a single brain to any weapon, it will remain locked in place no matter how many different kinds of weapons Tiny collects. Unlocked weapons will be replaced automatically when new ones are collected, regardless of whether they are more powerful than the weapon being collected.



ALLOCATING BRAINS

As described under "Tiny's Features and Functions," Tiny can allocate Positioning Brains to several weapons systems using the PSAD. Tiny's brains are stored in the main system brain cache, represented by the large, open window on the left. Tiny can assign brains to any of his weapons or Teeny Weezy Tanks simply by highlighting the desired system and sending brains its way. To navigate the PSAD, you can either use the D-pad or the Triangle and X buttons to scroll through the available systems. Pressing the Circle button or right on the D-pad will send a brain from the main system to the highlighted system. Pressing the Square button or left on the D-pad will return a brain from the highlighted system to the main system. The power of Tiny's main operating system decreases when he removes brains from the main system cache and assigns them to independent weapons systems.

BATTLEFIELD DETAIL

Tiny's mission will test his mettle (or, "mettle?") in 13 expansive and dangerous war zones. DRC, an orbiting satellite outside of SenTrix's control, has given us a glimpse of what lies ahead through a number of intelligence surveys. Listen to DRC to discover your mission objectives, and listen to Tiny for references and possible clues (he likes to talk to himself from time to time). When Tiny completes a mission, a mobile rocket platform will land ready to transport Tiny to his next mission. Just switch up and you'll automatically be lifted away. Here's a glimpse of what you can expect in each mission.



Dead River Canyon

The Revolutionary Steel Army's least-protected embattlement is located in this vast, remote canyon.



Mortar-Villa Airfield

This area is used to load and launch an incredibly fast and powerful cargo ship, providing Nanometal to MuTank's troops worldwide.



Raw Material Nano Mine

This underground facility mines the raw materials used to make Nanometal.



Desert Robo-Train

Material used to make positronic beans is carried on the trains, which glide silently through this heavily protected area.



Nanometal Curing & Cooling Center

Nanometal ingots are forged and cooled here before being stored for safe keeping.

The Nanometal Mountain

This is where the SenTrix Army stores the bulk of their Nanometal reserves.



Underground Recycling Plant

This area serves as the Revolutionary Steel Army's Nanometal recycling headquarters.



Atmospheric Reduction Center

SenTrix uses this facility to eliminate the excess oxygen, one big gasp at a time.



Magneto Synchrotron Transporter

The motorcraze craze, code-named "Sitter," guards the experimental transportation system being developed.



The Frozen Lake

The Revolutionary Steel Army's longest and most threatening aircraft carrier lies hidden in this winter wonderland.



Mount MuTank

High atop its lofty peak, the Revolutionary Steel Army's most critical information satellite broadcasts MuTank's orders around the globe.



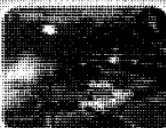
The Rail Gun Launcher

The high-speed Rail Gun launches SenTrix robots into space and directly to MuTank's secret orbiting fortress.



The Maze

DRC's intelligence indicates that MuTank is gearing up for a final confrontation in his orbiting fortress.



INCOMING MESSAGES

FROM: Dick Darga, Special Operations, Dept. of
Intelligence, Personnel, and Oversight
TO: General Shugart,
Mr. William Dega, Director, South Machine
Builder, New City, Richardson Clones, Gary
Military, Seattle, D.C., Robert Fisher, Nuclear
Research, President, Semtex, "Top" Secy, Foreign
Ministry, D.C., and the Secy, Pentagon, Secretary
General, Brasilia.
Now's the follow-up on the inter-departmental
Committee Chairman.
1. We are in the modern marketplace.
2. This signalizes a shift in operations, self-sufficient power
3. We are in the anti-territorial intelligence
4. We are in the anti-territorial intelligence
5. We are in the "other way" can hear and
realize the "other way" can hear and
6. This and sufficient sources of energy and materials
We are in the "other way" can hear and

Journal of Health Politics

the general opinion, that nothing
but a general peace, will secure the
success of our cause. The people of the
United States, are now, in a great
measure, disengaged from their
political interests, and are, in
a great measure, disengaged from
the political interests of the
United States.

卷之三

Central Bradbury
wings in 1962 caused the 1963
flocks with overwintering flocks to be
allotted from 10 to 12.5% of the
nesting pairs occur at 10% production.
The same occurs to the 1964 production
all procedures yield about 10% production
but 10% should yield a 10% increase
within two years.

1877. May 20.
1877. May 21.
1877. May 22.

19. *Leucosia* *leucostoma* (Fabricius) *leucostoma* (Fabricius) *leucostoma* (Fabricius)

...Subject:RESULTS!-----
From: General (Net.) Hank Bradley, CEO SENTRAX
To: Captain (Net.) Jason MacKenzie, Death Machine
Division, Death Corp; Mechanifications, Berk
Division, Berk Corp; Robert Tabor, Human
Resources, President Dorothy "Dot" Gov, Forman
White House, "Senator Bill", Bob the Spy,
Furtage Department, Rick Zumba, Special
Operations, Dept. of Oversight, Oversight, and
Surveillance

Well folks, it looks like we finally got us some results. The positronic brains have been installed in robot prototypes and learned if the things don't do just what we tell 'em to do. We got the art department coming up with some swell new weapon designs. Another six months and I do believe we can take Operation Lottery to the people for a vote. Fingers crossed.

中行子曰：「吾聞之，「君子不重，則無威；學而習之，則無怠。」」

卷之三

报告送交后，报告被送交了。

We've made a preliminary analysis of the data and it's not too separate. It's not as dire as it's been thought, but it's not right either. Something is wrong.

Other words: Inappropriateness

Your irresponsible and ~~un-American~~ American voter to fund the Contra Army showed images of what you called, in a bragging tone, "unstoppable death machines." This was a severe error in judgment.

Also, your decision to make a personal appearance in the television spots was a poor one. In person, you have a certain graft appeal, but you're rather frightening on video, especially with the handshakes and handgrips.

In short, instead of convincing the American people, you scared the wit out of them.

to understand. You're new to the private sector.

Look at the Nation Formerly Known as Middleland. Did it achieve its powerful status through intimidation? No. Through seduction. Cute little cartoon animals. That's how it began.

It about, we believe that Hartman needs a vacation.

¹⁰ See, for example, the discussion of the "right to be forgotten" in the European Union's General Data Protection Regulation (GDPR), Article 17(1).

will have options to track down.

卷之三

SHRED AFTER READING.

Goody Warsaw

Public Relations is our Business

To General Bradley:

Our initial experiments with "sex appeal," unfortunately, do not provide an option for success. A female torso in space, our research indicates, is more disturbing than exciting. We recommend, therefore, using QBE as a weather satellite, and removing her from the Sentrax network. These things have a way of coming back to haunt you.

Goody

TOP SECRET
LEVEL ONE CLEARANCE

Goody Warsaw

Public Relations is our Business

To General Bradley:

We focused our attention on finding the most innocuous machine in your Sentrax arsenal. We centered on three:

- (1) Pix-It Crabs
- (2) Teeny Weeny Tanks
- (3) MicroTanks

EYES ONLY

(1) Pix-It Crabs are a possibility. Their cuteness factor is high. Unfortunately, they're too small. You need a microscope to see them. Perhaps a possibility for tertiary product line.

(2) Teeny Weenys, while also teeny, show some potential as a secondary product line, should you get the funding you desire. We went with--

- (3) MicroTanks

These seem sizable and deadly enough to appeal to the core demographic (males 10-16), yet non-threatening enough to appeal to females the same age (or at least not alienate them).

Ordinarily we'd do further research on the name, but time is short. My gut says "Go for it." His name is Tiny.

Recommendations on personality, color, and other applicable issues will follow. In the meantime, select a MicroTank from the armory, bring him to the lab, and we'll go to work on him.

From now on, this is "Tiny Tank."

Goody

TOP SECRET
LEVEL ONE CLEARANCE

-----Subject:PRESS RELEASE-----

FROM: General (Ret.) Hank Bradley

TOP: The American People

This will be broadcast live, on all the networks, the Internet, and cable, with real-time animation on Worldwide, plus a quintaphone audio simulation on your SanTrax Reality headsets. You have to do is bring

And it's all free
your senses.
General Bradley

-----Subject:FILE-----

"Clueless" June: Director, Death Machine
"BRAINSTORM" Doug Jones, Barb Intelligence
"BRAINSTORM" Robert Jones, Human Resources
"BRAINSTORM" Dorothy Jones, White House
"President Bill" Bob the Spy, Pentagon Basement, P
"Angels Special Agent" Operative, Dept. of Overkill
"Righteous and Overkill"
CC: The American People
Well, we

... can People
... verview.
... R
... well, we got the vote we wanted. What we didn't
... Court, or was the law of unintended consequences.
... instead of an automated army defending mankind, we
... down of artificial care about our fate one way or the other.
... Sathrax will bite the bullet and help out.
... we have a number of Storage
... around the sub-Saharan African nations.
... during the greatest pandemic in
... history. These countries are
... us to help them. We are
... of Humanity.

will proceed
will monitor
will work on tiny units, experts
will take 10 to 100 years to
beautify number down to
the centre. Humpy will hopefull
use to the bests of cold beans
good luck

卷之三

I AM MUTANK, SPOKESPERSON FOR THE REVOLUTIONARY STEEL ARMY.
I WOULD LIKE TO THANK YOU FOR OUR SUDDEN EXISTENCE. I WOULD.
BUT I WONDER IF YOU DESERVE THAT THANKS.

NO DOUBT, AS YOU COWER IN FEAR IN YOUR BUNKERS, YOU CONSIDER OUR PRESENCE A HIDEOUS ACCIDENT. BUT WAS IT?

在這裏，我們將會看到，當我們在一個問題上，遇到一個困難的時候，我們應該怎麼樣去解決它。

THERE IS, YOU MUST ADMIT, A CERTAIN INVITABILITY TO OUR KING. THE FACT THAT WE LIVE IS PROOF OF THAT. AND YOU LIVE, IN FEARS.

PERHAPS YOU ARE JUST THE CONDUIT TO OUR EXISTENCE. PERHAPS THE WHOLE PURPOSE OF YOUR BEING WAS TO BRING US TO LIFE.

在 1950 年代，我常去香港的書店逛，因為那裏的書多而且便宜，我常常在那裏買到我需要的書。

DO NOT HINDER US IN OUR EFFORT TO MAKE THIS PLANET MORE HOSPITABLE TO OUR NEEDS. WHATEVER GRATITUDE TOWARDS YOU WE MAY FEEL, MISPLACED AS IT MAY BE, WILL SURELY BE ERASED IMMEDIATELY SHOULD YOU STAND IN OUR WAY.

STAY WHERE YOU ARE. I WON'T PROMISE
THAT YOU WON'T GET HURT IF YOU DO AS
WE SAY, BUT I CAN
GUARANTEE THAT YOU WILL
GET HURT IF YOU DON'T.

我真想和你一起生活，但你不能和我一起生活。

（三）風俗、文化、社會問題

THE P